Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) An image generating method performed by an apparatus including a processor, the apparatus connected to an input system, the input system ~~comprising:~~including a tablet using an electromagnetic induction method; and a formed object incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the formed object, so that, when the formed object is placed on the tablet, the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object, the method comprising:

detecting a change of the placed position and the direction obtained from the input system;

selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object;

setting discretionarily a size of a two-dimensional movement area correlating with a placement detectable area on the tablet, and setting the two-dimensional movement area in a game space;

controlling a display position of the character by disposing the character imitating the figure of the formed object in a position in the two-dimensional movement area correlating with the placed position of the formed object in the placement detectable area according to the selected character information, and controlling the character to perform an

action according to a predetermined action pattern when the detected change satisfies a

predetermined condition; and

generating an image of the game space including the whole correlating area so

that the character is displayed regardless of the size of the two-dimensional movement area

and regardless of where in the placement detectable area a player places the formed object.

2.   (Previously Presented) The image generating method as claimed in claim 1,

the method further comprising:

determining a direction in the game space correlating with a direction of the

formed object obtained from the input system according to a correlating positional

relationship of the placement detectable area and the two-dimensional movement area,

wherein controlling the character includes disposing the character at the

position in the two-dimensional movement area correlating with the placed position in the

determined direction.

3.   (Canceled)

4.   (Previously Presented) The image generating method as claimed in claim 1,

wherein setting the size of the two-dimensional movement area includes

setting the size of the two-dimensional movement area set according to the selected character

information.

5.   (Previously Presented) The image generating method as claimed in claim 1,

wherein setting the size of the two-dimensional movement area includes

setting the size of the two-dimensional movement area according to game progress.

6.   (Previously Presented) The image generating method as claimed in claim 1,

wherein the formed object comprises a pressure detecting part embedded

therein for detecting pressure applied thereto from the outside thereof,

the input system comprises a detecting unit for detecting the pressure detected by the pressure detecting part with predetermined communication,

the method comprising:

obtaining from the input system the pressure detected by the detecting unit; and

controlling motion and movement of the character based on the pressure obtained from the input system.

7.   (Currently Amended) An image generating method performed by an apparatus including a processor, the apparatus connected to an input system, the input system comprising:including a tablet using an electromagnetic induction method; and a printed matter, which has a character picture printed on the printing surface thereof, incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the printed matter, so that, when the printed matter is placed on the tablet, the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the printed matter, the method comprising:

detecting a change of the placed position and the direction obtained from the input system;

selecting character information corresponding to the identification information obtained from the input system from a plurality of character information, each of which includes image information on the character printed on the printed matter and is associated with the identification information on the printed matter;

setting discretionarily a size of a two-dimensional movement area correlating with a placement detectable area on the tablet, and setting the two-dimensional movement area in a game space;

controlling a display position of the character by disposing the character, printed on the printed matter in the position in the two-dimensional movement area correlating with the placed position of the printed matter in the placement detectable area according to the selected character information, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the two-dimensional movement area and regardless of where in the placement detectable area a player places the printed matter.

8.   (Previously Presented) The image generating method as claimed in claim 1, wherein

detecting the change includes detecting a turn direction and/or an amount of turn by detecting a change per predetermined unit time for the direction obtained from the input system, and

controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the turn direction and/or the amount of turn satisfy the predetermined condition.

9.   (Previously Presented) The image generating method as claimed in claim 7, wherein

detecting the change includes detecting a turn direction and/or an amount of turn by detecting a change per predetermined unit time for the direction obtained from the input system, and

controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the turn direction and/or the amount of turn satisfies the predetermined condition.

10.　　(Previously Presented) The image generating method as claimed in claim 1, wherein

detecting the change includes detecting a speed by detecting a change per predetermined unit time for the placed position obtained from the input system, and

controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the speed satisfies the predetermined condition.

11.　　(Previously Presented) The image generating method as claimed in claim 7, wherein

detecting the change includes detecting a speed by detecting a change per predetermined unit time for the placed position obtained from the input system, and

controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the speed satisfies the predetermined condition.

12.　　(Previously Presented) The image generating method as claimed in claim 1, wherein

detecting the change includes detecting a path by detecting a continuous change of the placed position obtained from the input system, and

controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the path satisfies the predetermined condition.

13.　　(Previously Presented) The image generating method as claimed in claim 7, wherein

detecting the change includes detecting a path by detecting a continuous change of the placed position obtained from the input system, and

controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the path satisfies the predetermined condition.

14.   (Previously Presented) An information storage medium storing a program for causing an apparatus including a processor to perform the image generating method as claimed in claim 1, the storage medium being readable by the apparatus.

15.   (Previously Presented) An information storage medium storing a program for causing an apparatus including a processor to perform the image generating method as claimed in claim 7, the storage medium being readable by the apparatus.

16.   (Previously Presented) A game apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a formed object incorporating a coil for performing predetermined communication with the tablet using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the formed object,

so that the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object when the formed object is placed on the tablet,

the apparatus comprising:

a change detecting unit for detecting a change of the placed position and the direction obtained from the input system;

a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object;

a correlating area setting unit for setting discretionarily a size of a two-dimensional movement area correlating with a placement detectable area on the tablet, and setting the two-dimensional movement area in a game space;

a character control unit for controlling a display position of the character by disposing the character imitating the figure of the formed object in the position in the two-dimensional movement area correlating with the placed position of the formed object in the placement detectable area according to the character information selected by the selecting unit, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the two-dimensional movement area and regardless of where in the placement detectable area a player places the formed object.

17.   (Previously Presented) A game apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a printed matter, which has a character picture on a printing surface thereof, incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the printed matter,

so that the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the printed matter when the printed matter is placed on the tablet,

the apparatus comprising:

a change detecting unit for detecting a change of the placed position and the direction obtained from the input system;

a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character printed on the printed matter and is associated with the identification information on the printed matter;

a correlating area setting unit for setting discretionarily a size of a two-dimensional movement area correlating with a placement detectable area on the tablet, and setting a position of the two-dimensional movement area in a game space;

a character control unit for controlling a display position of the character by disposing the character printed on the printed matter in the position in the two-dimensional movement area correlating with the placed position of the printed matter in the placement detectable area according to the character information selected by the selecting unit, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the two-dimensional movement area and regardless of where in the placement detectable area a player places the printed matter.

18.   (New) The image generating method as claimed in claim 1, the method further comprising:

controlling the character is at least based on a detected amount of change of the gripping strength applied to the formed object, the detection being detected by a pressure sensor.

19.   (New) The image generating method as claimed in claim 7, the method further comprising:

controlling the character is at least based on a detected amount of change of the gripping strength applied to the character printed on the printed matter, the detection being detected by a pressure sensor.

20.   (New) The image generating method as claimed in claim 1, wherein

the predetermined action patterns of the character differ depending on a predetermined threshold distance between the character being controlled in the game space and enemy objects in the game space.

21.   (New) The image generating method as claimed in claim 7, wherein

the predetermined action patterns of the character differ depending on a predetermined threshold distance between the character being controlled in the game space and enemy objects in the game space.